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AbstractPlus | Full Text: PDF(456 KB)   IEEE CNF

☐ 2. **The Demo III UGV program: a testbed for autonomous navigation research**
Shoemaker, C.M.; Bornstein, J.A.;
Intelligent Control (ISIC), 1998. Held jointly with IEEE International Symposium on Computational
Intelligence in Robotics and Automation (CIRA), Intelligent Systems and Semiotics (ISAS), Proceedings
of the 1998 IEEE International Symposium on
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Virtual Reality, 2000. Proceedings. IEEE
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☐ 4. **Supervisory control of multiple robots based on a real-time strategy game interaction paradigm**
Jones, H.; Snyder, M.;
Systems, Man, and Cybernetics, 2001 IEEE International Conference on
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☐ 5. **State transition based supervisory control for a robot soccer system**
Sen Gupta, G.; Messom, C.H.; Sng, H.L.;
Electronic Design, Test and Applications, 2002. Proceedings. The First IEEE International Workshop (
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January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

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We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.

Keywords: Computer games, Computer-based entertainment, Game design, Ubiquitous computing

2 Integrating E-Commerce and Games
Nizami Cummins
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

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This paper investigates how many users of commercial interactive systems are not properly agents within the interactive narrative, largely due to the dynamics of branding in cyberspace. Parallels are drawn between the dynamic personalization of e-CRM engines and context aware computing systems. Several seminal games are discussed as examples of systems in which very different relationships exist between users and the system. Arguments are made for designing e-commerce interactive systems that in ...
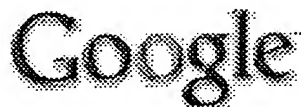
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